

Week 3

Meet over the weekend and follow tutorials on how to build the base for a 2-D platformer. Also setup GitHub repo to work with Unity.

Week 4

Start development of the game. Transform user stories to tasks and accomplish those tasks.

Week 5

Continue development of game. Complete level generation.

Week 6

Continue development of game. Graphics and menus should be done.

Week 7

Continue development of game. Add smooth platforming and other functions like weapons and new characters.

Week 8

Continue development of game. Test thoroughly.

Week 9

Continue development of game. Iron out bugs.

Week 10

Finish the game. Final product.